



LEAD CITY UNIVERSITY
Faculty of Arts and Education
Department of Library and Information Science

COURSE DETAILS

Course Code: LIS 218
Course Title: Multimedia Information Resources
No. of Units: 2
Status: Required

LECTURER(S) DETAILS

Name: Dr. Samuel, Toyosi
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Area of Specialization: Knowledge Management

Course Description:

This course introduces computer-based multimedia theory, concepts, and applications. Topics include desktop publishing, hypermedia, presentation graphics, graphic images, animation, sound, video, multimedia on the World Wide Web and integrated multimedia authoring techniques

Course Objectives

The objective is to equip students to be able to:

- Describe and discuss current trends in multimedia by experiencing a variety of applications and development packages
- Explain the preproduction process including content acquisition and development, process flow, team management and integration, and legal issues surrounding multimedia
- Demonstrate technical knowledge and limited proficiency in designing production elements in each of the multimedia disciplines
- Create a multimedia project for the desktop or Internet

ASSESSMENT

Class Attendance	10 marks
Test(s) and Assignments	30 marks
Final Examination	60 marks

LECTURE PLAN

Week	Topic
Week 1	Multimedia Overview – Definition of Multimedia, Examples of individual content forms combined in multimedia; Categorization of multimedia; Major characteristics of multimedia; Multimedia Usages; Structuring information in a multimedia form. Multimedia Applications
Week 2	Text: Combined use of Text, graphics, sound, animation, and video. - Content (media), A content format; Text Writing, Means for recording information, Tools and materials. A Brief history of writing.
Week 3	Image and Graphic – (i) Definition of Image, Type of Images, Characteristics of Images. Graphics- Definition of Graphics; History of graphics; Drawing, Printmaking; Etching, Line Art, Illustration, Diagrams, Symbols, Maps, Photography, Engineering drawings, Computer Graphic, Web graphic; Use of Graphic and graphic in education
Week 4	Sound – Definition, Acoustics; Physics of sound; Perception sound
Week 5	Animation – Definition; history; technique and type of animations
Week 6	Hypermedia – Definition; Hypermedia development tools, HTML
Week 7	Hyper studio resources; Introduction, and Hyper studio 5
Week 8	Instructional design; Definition and models
Week 9	Internet resources
Week 10	Practical - A primary objective is to teach how to develop multimedia programs
Week 11	Practical - Another objective is to demonstrate how still images, sound, and video can be digitized on the computer
Week 12	Revision
Week 13	Revision
Week 14	Exam

TUTORIAL QUESTIONS

- Define multimedia.
 - List and discuss individual content forms in multimedia
 - Discuss five organizations that are involved in the use of Multimedia
- Define Text form of multimedia.
 - Discuss in detail the historical development of writing
 - State both old and new writing tools
- Write short note on Graphics.
 - What are the major characteristics of image?
 - State the differences between moving images and stilled images.

4. (a) Define Sound
(b) What are the elements of sound perception?
(c) What is Sound recording and sound production?
(d) List the types of recording format
5. (a) What is Video?
(b) Identify the types of video formats
(c) What are the characteristics of video?
6. (a) What is animation?
(b) Discuss in detail all techniques of animation known to you.
7. (a) What is the difference between hyperlink, hypertext and hypermedia.
(b) What is HTML?
(c) What is the usage of HTML in multimedia?
8. (a) Discuss interactivity in multimedia
(b) List and discuss interactivity digital media tools
(c) What is Hyper studio interactive software?
9. (a) What is instructional system design?
(b) State the functions of Instructional Design in modern library and information practices
10. (a) Define Internet
(b) State the effect of internet in multimedia production and usage in 21st century
11. Write short notes on four (4) of the following:
 - a. Text media
 - b. Image and graphic media
 - c. Audio media
 - d. Video media
 - e. Animation media
 - f. Hypertext and hypermedia
12. Multimedia resources on the Internet have become powerful platform where every media tools can be accessed and utilized. Explain how Internet multimedia resources have influenced modern multimedia acquisition and development with focus on: YouTube, mp3, podcast, e-book, Google image and educational games